

KONAMI

SILENT HILL

Book Of Memories

INSTRUCTION MANUAL

MATURE 17+



CONTENT RATED BY
ESRB



WARNING: PHOTOSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE

Keep the PlayStation®Vita card out of the reach of small children to help prevent accidental swallowing.

This PlayStation®Vita card is for use only with the PlayStation®Vita system. Use of this PlayStation®Vita card with other devices may damage the device or the PlayStation®Vita card.

- Do not touch the PlayStation®Vita card terminals with your hands or with metal objects.
- Do not allow the PlayStation®Vita card to come into contact with liquids. Do not bend or drop the PlayStation®Vita card or otherwise expose it to strong physical impact.
- Never disassemble or modify the PlayStation®Vita card.



PRECAUTIONS FOR USE

Do not use or store the PlayStation®Vita card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the PlayStation®Vita card in the proper orientation.

The data on the PlayStation®Vita card may be lost or corrupted in the following situations:

- If the PlayStation®Vita card is removed from the system or if the system power is turned off while data is being read from or written to the PlayStation®Vita card.
- If the PlayStation®Vita card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



FCC & IC NOTICE – PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

FCC & IC NOTICE – PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

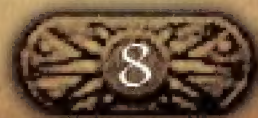
Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

~ PROLOGUE ~

You wake up early on your birthday to a surprise. A strange postman has delivered a package to you. There's nothing but two words: Silent Hill. You wonder, who would send you something from Silent Hill? Tearing open the package, you slide an old book out.

This book contains your life. Every memory is contained within its pages, written out plain as day. Your first thought is that it's a prank. But no, this is too detailed. It's too real. Your skin crawls.

That night, you dream strange dreams... nightmares, really. The postman appears in your dreams and tells you that the book is more than it seems. It's a gateway to your memories. While you're dreaming, you can rewrite your life. Become a better person...



~ GETTING STARTED ~

Insert the *Silent Hill Book of Memories* PlayStation®Vita card into your PlayStation®Vita system to start the game and display the title screen. From here, touch the following options to select them.

NEW GAME

Create a new character and start a new game from the beginning.

CONTINUE

Load the most recently saved data and continue where you left off.

LOAD GAME

Load a saved game and continue where you left off.










MULTIPLAYER

Host or Join a game with up to three other players.




~ GAME CONTROLS ~



~ GAME CONTROLS (CONT.) ~

Movement	left stick
Aim flashlight (when turned on)	right stick
Left hand attack (hold for heavy attack)	 button
Right hand attack (hold for heavy attack)	 button
Block	 button
Action	 button
Target enemy/Strafe (If no enemies are selected)	 button (hold)
Dodge	left stick +  button
Open chat messages	 button
Swap hands	 or  button

~ GAME CONTROLS (CONT.) ~

Reload weapon/Use Health/Repair weapon.....	touch backpack icon
Pick up weapon	touch weapon icon
Drop item or weapon.....	 button, then touch the weapon or item icon to drop
Toggle mini map	touch compass icon
Open book menu.....	 button
Toggle flashlight on/off	 button
Make various selections	touchscreen
Control Karma Abilities	rear touch pad

~ GAME SCREEN ~

HEALTH METER

Displays your character's health.

WEAPON SLOTS

Indicates which weapons are equipped to each hand.

NOTE: If a two-handed weapon is equipped, only one weapon is displayed.



~ GAME SCREEN (CONT.) ~

POWER MOVE GEMS

When you have enough experience, you are granted Power Move Gems. Gems are earned as you attack creatures and they allow you to use Power Moves you have purchased from Howard's Shop. You can use one Power Move per gem earned.

KARMA METER



Displays your current Karma on a continuum (Blood to Light). Once you earn Karma Abilities, touch one to activate it.

COMPASS



Touch this to switch between the mini-map and the Compass. As you uncover the Zone Exit, Shop, and Save Room, they are added as icons on both the mini-map and compass.

~ GAME SCREEN (CONT.) ~

WEAPON PICKUP

When you are near a weapon, its icon appears on the screen. Tap this icon to obtain the weapon. You may be prompted to select a hand or choose which currently held weapon to drop.

BACKPACK






Touch this icon to access items used to reload, repair weapons, or refill health. You can also equip a spare weapon.

NOTE: You can purchase Backpack Upgrades from Howard's Shop to increase capacity.

~ PLAYING THE GAME ~

Take control of your past, present, and future as you explore the Nightmare world. Move around each zone carefully—you never know what might be lurking in the next room.

CREATURES

You will encounter a variety of horrifying creatures in the Nightmare, and they must be defeated in order to survive. Press the  or the  button to perform an attack. Press and hold the  button to lock-on to a creature and cycle between multiple

creatures while locked-on with the right stick. Each creature you find belongs to one of three alignments: Light, Blood, or Steel. You can determine a creature's alignment by its color or by the lock-on indicator.

COMBO ATTACKS/EXECUTIONS

If you press either attack button again at the exact moment your previous strike lands, your character will flash. This indicates that you have started a combo. Continue attacking as each previous strike lands to build your combo. As your combo builds,

~ PLAYING THE GAME (CONT.) ~

multipliers on the left side of the screen increase. Once you reach a combo of five or more, you can press the **X** button while your combo is still active to perform an Execution. If you kill a creature with an Execution, a huge amount of Karma is released (see, *Karma*). The higher your multiplier is when you press the **X** button, the stronger the Execution is.




~ PLAYING THE GAME (CONT.) ~

WEAPONS

There are a variety of different weapons scattered throughout the Nightmare. When you are near a weapon, its icon appears on the right side of the screen. Touch the icon to pick up the weapon and equip it. (Once you have upgraded your backpack, spare weapons can be stored there as well). You may equip one weapon in each hand, or a single two-handed weapon. As you use melee weapons, they degrade and eventually break, but you can use tools

to refresh weapons to their original state. Ranged weapons use ammunition, which can be replenished with ammo.


ARTIFACTS

Artifact Urns are found in Howard's Shop and in special Urn Rooms, and are earned for completing missions. Artifacts are powerful items that increase your Stats when equipped. To equip an artifact, press the  button to access the Book of Memories menu and select the Character page. From there, select a slot to equip an Artifact

~ PLAYING THE GAME (CONT.) ~


(more slots become available as your level increases). Each slot is augmented toward a certain Stat (note its border). Equipping an Artifact featuring that Stat adds 1 point to the Stat.

FLASHLIGHT

Your flashlight is a useful tool that can be toggled on and off with the  button. When the flashlight is turned on, you can move the right stick to look around the room; objects you can interact with will glow. Beware, as the flashlight may aggravate

certain creatures. Knowing when to use the flashlight to your advantage is a valuable skill.

LEVEL UP/STATS

You gain experience as you defeat creatures, and when you have enough experience, you level up. You also receive two points that can be used to increase your Stats. Touch the Level Up icon when it appears onscreen to navigate to the Character page of the Book of Memories. You can also press the  button to navigate there manually. Once there, you can see your available points.

~ PLAYING THE GAME (CONT.) ~

Touch the Stat you wish to increase then confirm to permanently increase it.

MEMORY RESIDUE

Memory Residue (MR) is the currency inside the Nightmare. You may find MR lying around or in special Treasury Rooms. Some rooms have a locked chest that can be opened after defeating all the creatures in that room. These chests contain a large amount of MR. You also earn MR when you successfully complete the Zone End Puzzle.

KARMA

The Karma Meter appears in the upper right corner of the screen and indicates your current Karma Alignment. There are two alignments: Blood and Light. When you attack or defeat a creature, it releases Karma. Collect this Karma to advance your meter in the opposite direction. For example, defeat Light creatures to increase your Karma in the Blood direction. As your alignment increases, creatures of the same alignment may ignore you altogether or begin to attack opposing creatures.

~ PLAYING THE GAME (CONT.) ~

KARMA ABILITIES

Once your Karma alignment has advanced beyond a notch on the Karma Meter, you can perform a Karma Ability. Touch the Karma Meter to see a list of your available Karma Abilities, and then touch the Karma Ability you wish to use. Karma Abilities are controlled with the rear touch pad. As your level increases, you unlock additional Karma Abilities.



POWER MOVES

You can purchase a variety of Power Moves from Howard's Shop. After reaching Level 3, you gain a Power Move Gem below your Health Bar. Earn more of these gems by attacking creatures. Each gem collected allows you one use of any of the Power Moves you have purchased from Howard's Shop. These moves serve a variety of functions and provide a strategic advantage—use them often and wisely!

~ PLAYING THE GAME (CONT.) ~

VALTIEL


Valtiel, messenger of the God, appears at the start of each Zone and announces the current mission. If you successfully complete his mission, Valtiel will appear again at the Zone exit to give you a reward. While these missions are optional, the rewards are well worth the challenge involved.

NOTES


Notes appear frequently throughout the Nightmare and convey a wealth of information, from gameplay instructions to story details. The content of some notes is dependent on your actions in each Zone; if you change your behavior, the Notes may change as well. You can also find notes that provide clues to how these changes take place. View your previously collected notes in the Book of Memories menu.

~ IMPORTANT ROOMS AND OBJECTS ~

SAVE ROOM

You can save your game in any library. Simply approach the book on the pedestal and press the  button to instantly save your progress.

SHOP

Howard the postman runs the Shop where you can use your collected MR to purchase weapons, accessories, power moves, artifacts, and items. You can sell all these objects, too. Approach Howard and press the  button to access the Shop Menu. Select items to purchase from the list on the left (note that

there are many different tabs available) and adjust the quantity you want in the menu on the right. Confirm your transaction when you are finished.

SPECIAL ROOMS

There are many special rooms to discover as you explore the Nightmare. Some rooms bestow special abilities, while others provide a cache of weapons, items, or MR. There are also forsaken rooms, which are difficult to simply describe. It's up to you to discover each special room and unravel its mysteries.

~ IMPORTANT ROOMS AND OBJECTS (CONT.) ~

BLUE ORBS

There are floating blue orbs scattered throughout each Nightmare Zone. When you destroy a blue orb it triggers a Room Objective. Complete this objective to earn a Puzzle Piece, which is required to solve the Zone Puzzle and move on to the next Zone. If you fail the objective, the blue orb reforms and you can try again.

TRAPS

You will sometimes stumble upon hidden traps. Simple traps cause damage to any creature or character that passes over them. There are also more powerful Trap Tiles, which have a variety of effects. There are beneficial Trap Tiles that may restore health, and others that slow time or inflict poison effects.

~ IMPORTANT ROOMS AND OBJECTS (CONT.) ~


ZONE PUZZLE

A puzzle blocks each Zone's exit. In order to solve it, you need to find the Puzzle Clue and all required Puzzle Pieces. The clue is on a note hidden somewhere in the Zone and Puzzle Pieces are rewarded after completing blue orb challenges. To solve the puzzle, touch and drag the pieces to their appropriate spots. Once the pieces are in the correct spots, the Zone exit door will break apart, allowing you to move to the next Zone. The lever on the right side of each puzzle provides a hint if you're stumped.



When pulled, any wrongly placed pieces are indicated. Each puzzle offers an MR reward upon completion. This reward is reduced each time the hint lever is pulled.





~ BOOK OF MEMORIES ~

Press  to pause the game and access the Book of Memories. The book allows you to view character stats, maps, and other features. Touch the options on the left of the screen to navigate through the book. Touch the Skull icon on the top right of the screen to view any in progress objectives on the optional Valtiel's missions. Touch the icon on the bottom right of the screen to exit the menu.

CHARACTER

Displays detailed stats and information on your character. From here you can boost certain Stats when you level up and by assigning artifacts to your character.

MAP

View a detailed map of the current zone. Special areas like the Zone Exit , Shop , and Save Room  are marked on the map as you discover them. You can also touch the map to set a Waypoint . Which also appears on the mini-map and compass.

~ BOOK OF MEMORIES (CONT.) ~

ROOM

Browse through a list of the different special rooms you have encountered.

WEAPONS

Displays a list of all the weapons you have acquired, including detailed stats and information for each one.

ARTIFACTS

Displays a list of all the artifacts you have obtained, including detailed stats and information for each one.

NOTES

Select this option to look at all the documents you have obtained in the game.

BESTIARY

This section has a list and descriptions of all the enemies you have encountered.

BROADCASTS

Replay the broadcasts found in the game.

~ MULTIPLAYER ~

Silent Hill Book of Memories supports online multiplayer over local ad-hoc and Wi-Fi Internet modes.

HOSTING A MULTIPLAYER GAME

The Host provides a game for up to three additional players. Story and game progress is only reflected in the Host's game. As the Host, you first start a room, and then wait for other players to join. When you're ready to begin with the current party, select START GAME.

NOTE: Each player must have a copy of the game.

JOINING A MULTIPLAYER GAME

Other players can join a hosted game. They retain all gathered items, earned experience, and collected MR, but they do not advance their own story progress. To join a game, select a game with room for additional players. Once the Host selects to start the game, it will begin.

~ MULTIPLAYER (CONT.) ~

COMMUNICATION

Press the up button to access several different dialogue options, and then select one with the directional buttons. An icon is also displayed to aid in communication. Players can also communicate directly using the microphone and voice chat features of the PlayStation®Vita system.

TIPS FOR MULTIPLAYER

Assign Karma Roles: Decide ahead of time which Karma Alignment each player will target so that everyone knows which

creatures to go after. This ensures your group has access to every Karma Ability, with certain players taking on healer roles and others concentrating on maximum damage.

Share Items: To drop weapons and items, press the down button then touch the object you wish to drop. This way your entire group can stay well stocked, and nobody is helpless if they're separated from the group.

~ MULTIPLAYER (CONT.) ~

Plan Ahead: The Nightmare is more dangerous in Multiplayer, so don't run off without thinking. Think about each situation from a cooperative standpoint before reacting. Together, you might be able to survive.

Communicate: While it may be fun to taunt your friends with the directional button voice commands, be sure to effectively communicate as well. You don't want to be the one who "cries wolf" when you're low on health and at Pyramid Head's feet.

For more information on this
game please visit

www.konami.com/silenthill/bom



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~ WARRANTY (CONT.) ~

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